



Foundation Referee Checklist

Referee Name: Association: Coaching Period: From: To:

	Not Observed	Not yet at Standard	At Required Standard
PRE MATCHS-DUTIES - Has the Referee:			
Arrived on time for the Match			
The score card/pen/coin			
Conferred with "buddy" Referee			
PRESENTATION - Does the Referee:			
Have a correct, clean and tidy uniform			
SIGNALS – Does the Referee correctly demonstrate during a Match or when asked the following signals (Correctly means - clear and correct with crisp delivery, given with authority, correct stance and posture and mainly performed on the run to indicate the mark quickly): NOTE: if not demonstrated on field, test off field			
Commencement/Recommencement of play			
Ball to ground			
Try			
5 th Touch			
6 th Touch			
Half caught			
Penalty sequence and Penalty – Offside at 7m			
Penalty sequence and Penalty – forward pass			
Penalty sequence and Penalty – late pass			
Penalty sequence and Penalty – heavy Touch			
Finish of Match			
Brief verbal explanation linked to signal to aid understanding			
WHISTLE – Does the Referee have an audible whistle			
CONTROL and POSITIONING – Does the Referee:			
Keep and mark a consistent 7m			
Keep "eyes on the ball" at all times			
Consistently control the Rollball (no interference)			
Reasonable control of heavy Touches			
FITNESS - Does the Referee: Keep up with the Match tempo			
REFEREEING SYSTEMS - Does the Referee:			
Interchange correctly			
Keep up with play & give support to the on-field Referee (when required)			
COMMUNICATIONS - Does the Referee:			
Handle conflict situations with some confidence			
Establish clear & audible communication with players			
SCORECARD PROCEDURE - Does the Referee:			
Ensure the scorecard is correctly completed			
Mark the scorecard after Tries			
Check the score with the team captains			
RULINGS - Does the Referee:			
Display an adequate knowledge with consistent rulings			

When the indicators in the "At Required Standard" are met the Referee is ready to undertake Talent Level (L2) coaching and progression